Robin Dominik Herlan

⌂ Amsterdam, Netherlands

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Skills

Team Worker, Adaptability, Leadership skills, Quick Learner

Python, C#, Java, C++, Bash Scripting

Unity, Unreal Engine, Git, Microsoft Office

Languages

German   *Fluent*
English   *Native*

Hobbies

- Programming
- Guitar
- Travelling
- Computer Building
- Astrophotography

Online Portfolio

Personal Statement

I am a creative and enthusiastic individual who is able to work well in teams and leadership positions. I consider myself a multi-cultural person as I have had the opportunity to live in England, spent most of my childhood in Germany and my adolescent years in Dubai. Being able to interact with many different cultures has shaped me to become an outgoing and sociable person.

Work Experience

Viqal, Amsterdam
May 2021 – July 2021
Intern Software Developer
- Setup and programmed an event pipeline using Raspberry Pi's

- Developed Python software for various backend systems, such as updating and maintaining an AWS DynamoDB database

- Python Unit Tests

- Created and worked with SVM machine learning models to detect emotion in speech

- Used AWS IoT core for secure communication between external hardware devices and a DynamoDB database

Education

Vrije Universiteit Amsterdam
Sept 2016 – July 2021
Bachelor Degree of Computer Science
Sample Courses: Data Structures and Algorithms, Data Wrangling, Databases, Machine Learning, Principles of Bioinformatics

Dubai International Academy
Sept 2009 – July 2016
International Baccalaureate Diploma
Higher Level: Computer Science, Biology, Geography, German
Standard Level: Mathematics, English Language and Literature

Projects

Bachelor Project
Jan 2021 – April 2021
Vrije Universiteit Amsterdam
Used machine learning algorithms such as SVM, Random Forest and Gaussian Naïve Bayes to classify emotions in noisy environments using audio files.

Text Adventure Game
Feb 2020 – March 2020
Vrije Universiteit Amsterdam
Worked in a group as the project leader to design and implement a java-based text adventure game. Learned to use GitHub as a version control system to manage source files and perform code reviews

Tetris and Snake
Sept 2019 – Oct 2020
Vrije Universiteit Amsterdam
Used and applied Object-oriented programming concepts to design and develop the game Tetris and Snake

Lego Robot Race
Feb 2018 – March 2018
Vrije Universiteit Amsterdam
Programmed a small Lego robot to follow a path around a race track by using external sensors and a camera

Volunteering Work

Dubai International Academy
Feb 2015

A weeklong community and service trip to the rural area surrounding Rishikesh, India. Activities included teaching children English and providing the rural village with a plumbed-bathroom facility